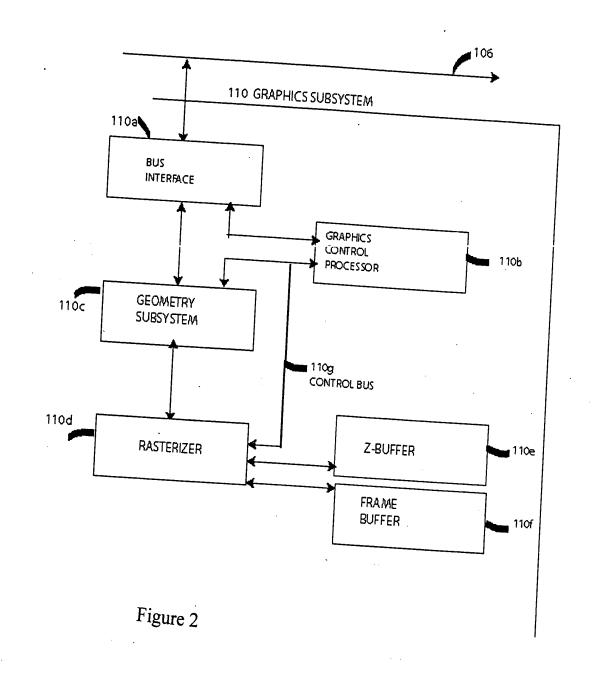
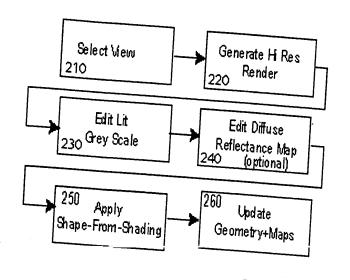


.=

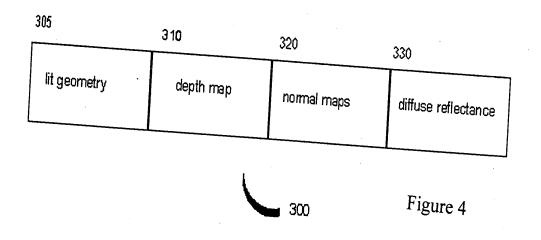
Figure 1





.=

Figure 3



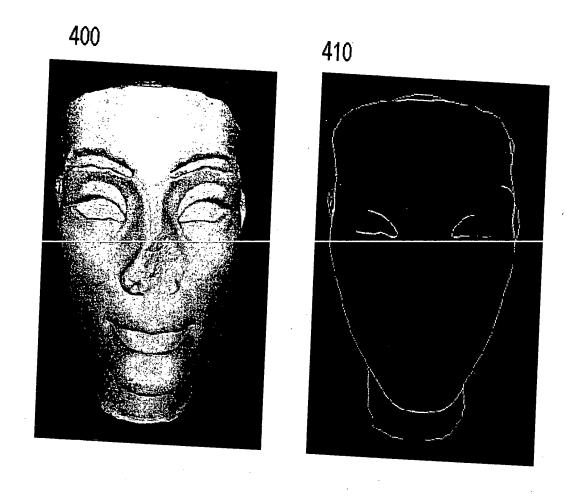


Figure 5

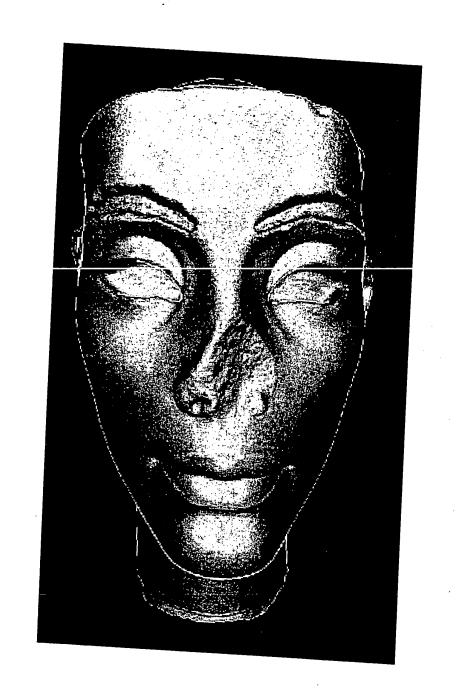


Figure 6

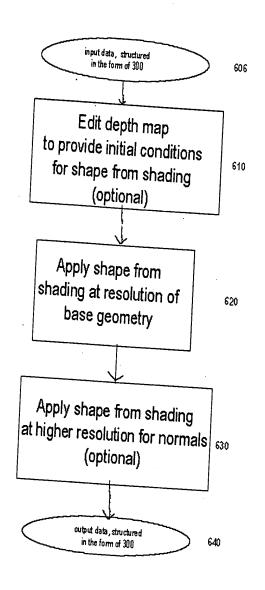


Figure 7

Move existing surface vertices to match updated depth map

705

Add or remove vertices to maintain specified error between object surface and depth map (optional)

710

Split any surface patches that are no longer height fields (optional)

720

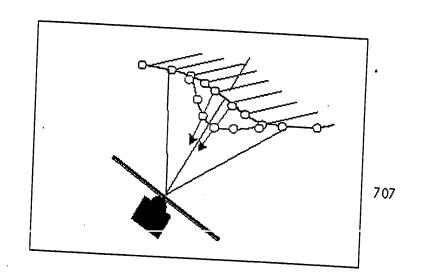
Project updated normal maps on object and update maps for changed areas (optional)

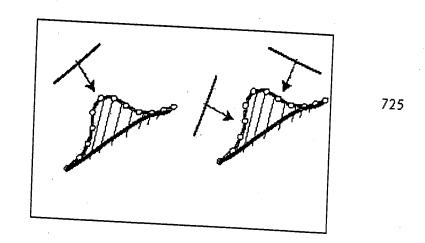
730

Figure 8

Project updated diffuse reflectance maps on object and update maps for changed areas (optional)

740





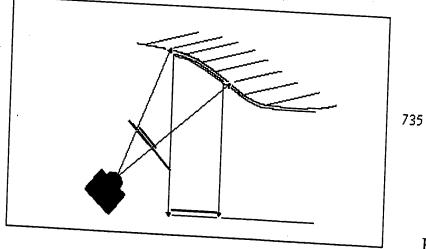
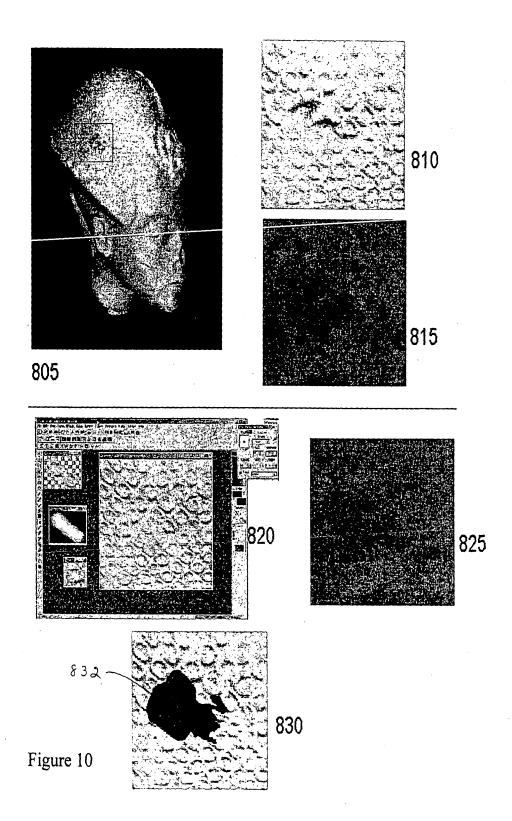


Figure 9



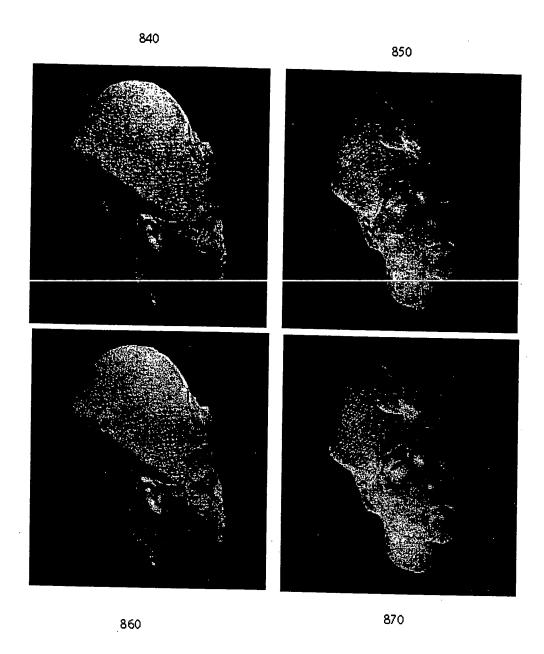


Figure 11

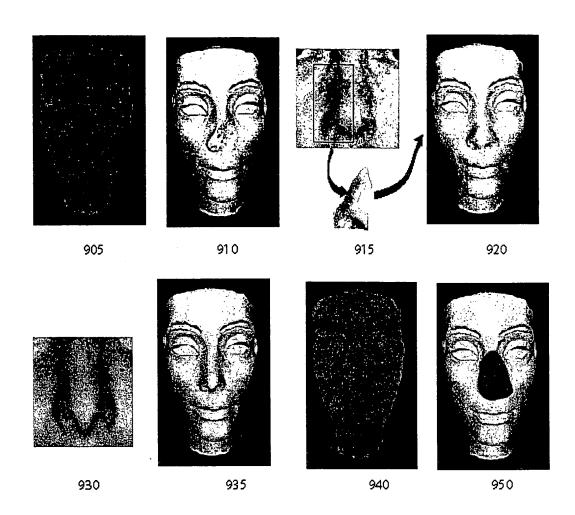


Figure 12

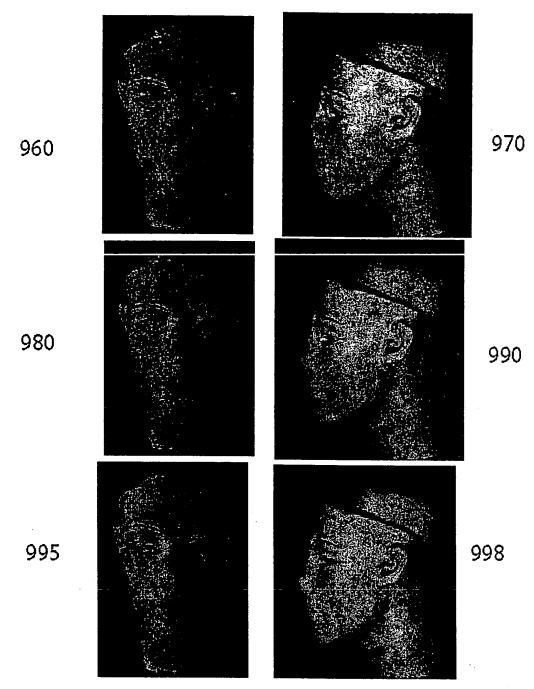


Figure 13